

IN THE CLAIMS:

1-7. (Canceled)

8. (Original) An object pooling method for pooling objects in advance on a specified server to execute an application in a distributed system, said object pooling method comprising the steps of:

storing object information when a process of said server is terminated; and
creating objects according to said object information when a process of said server is started; and
pooling the created objects.

9. (Original) The object pooling method of Claim 8, wherein said object information is stored with a predetermined priority, and said objects are created in descending order with respect to said priority.

10. (Original) An object pooling method on an object pool which is connected through a communication network to a client which sends an access request to an object, and is connected to an application execution environment in which an actual object is executed, comprising the steps of:

pooling a proxy object corresponding to an actual object in said application execution environment;
recognizing a change in status of the actual object in said application execution environment; and
updating actual object management information according to said recognized status change.

11-15. (Canceled)